

ACTION TEAM FIGHT

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Time to take down bad guys!

**Take a hit and hit back harder,
or team up and hit hardest of all.**

Start the game with 4 Health.

Assign each enemy a Rating from 1 (mook) to 6 (final boss).

On your turn, roll a six-sided die.

If you exceed the Rating, generate Effect equal to how much higher you rolled than the Rating. Accumulate enough Effect to beat the Rating and defeat the enemy!

If you match the Rating or lower, gain 1 Power Token, but lose 1 Health. If you reach zero Health, you are out of the fight.

Example: You encounter a Rating 3 enemy. Your first roll is 4; you succeed with 1 Effect. Your second roll is 6, for 3 Effect. Your total so far is 4 Effect, which is higher than Rating 3, so you defeat the enemy!

Power Move!

To use your Power Move, spend *all* your Power Tokens to add +1 to your roll per token.

Team Up!

Team members can cooperate on the same action. Choose one person to roll and add +1 for each cooperating teammate. Anyone with tokens may also use their Power Move!